



# CITIZENS OF EARTH™

INSTRUCTION MANUAL



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

# **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

## **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



# PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



# PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





# FCC & IC NOTICE – PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



# CITIZENS OF EARTH

## BASIC CONTROLS





# CITIZENS OF EARTH

## COMBAT

## STATS

## TALENTS

Combat is a turn-based system, between your party members and the monsters.





# CITIZENS OF EARTH

## COMBAT

### Status Effects



**BLIND**

Very high chance to miss.



**DISTRACTED**

Chance to do nothing.



**CONFUSED**

Chance to attack a random target.



**BURN**

Take damage each time you act.



**SICKNESS**

Take damage each time you act.



**REGEN**

Auto-restore HP every turn.



**SLEEP**

Unable to act



**STOP**

Unable to act

## STATS

## TALENTS

### Attack Types & Elements



**PHYSICAL**



**SPECIAL**



**THERMAL**



**HYDRO**



**BIO**



**STATIC**



**VERBAL**



**MUSCLE**



# CITIZENS OF EARTH

## COMBAT

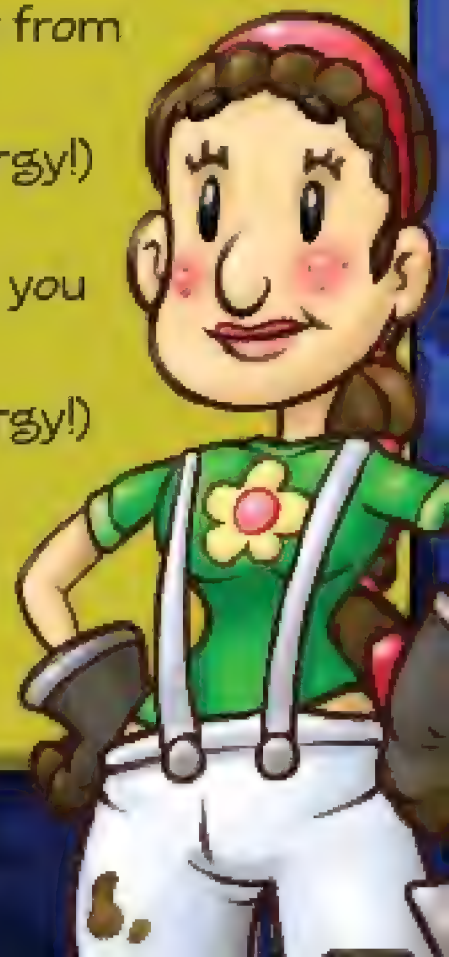
## STATS

## TALENTS

If you engage an enemy on the map, battle will ensue...



- ★ If a citizen **CHARGES** an enemy from behind, you will ambush them.  
(Each party member **GAINS** 1 Energy!)
- ★ If the enemy touches a citizen, you will be ambushed.  
(Each party member **LOSES** 1 Energy!)
- ★ If the VP and an enemy touch, battle commences as normal.





# CITIZENS OF EARTH

## COMBAT

## STATS

## TALENTS

Your citizens' prowess in battle is directly related to their stats:



**HP** = Total health. When this reaches "0", it's KO!

**ATTACK** = Affects damage dealt with Physical abilities.

**DEFENSE** = Affects damage received from Physical abilities.

**SP-ATTACK** = Affects damage/healing with Special abilities.

**SP-DEFENSE** = Affects damage received from Special abilities.

**AGILITY** = Affects hit/miss rate and turn order.



# CITIZENS OF EARTH

## COMBAT

## STATS

## TALENTS

As your party gains EXP and levels up, their stats increase. In addition, every citizen gains 2 bonus stat points, based on the other two party members! (For instance, your Brother gives a +1 HP boost, while the Cop gives a +1 Attack boost.)

If your characters don't receive the stat bonuses you wanted, maybe you can find someone to help them re-center their inner chi....





# CITIZENS OF EARTH

## COMBAT

In addition to lending a hand in battle, your citizens will help out via their day job! For instance, the Barista will sell you *coffee* drinks, the Pilot will fly you across the map, and the Teacher will tutor citizens outside the party to help them gain EXP faster!

As they participate in *combat*, citizens will also level-up their Talent and be more effective! This can mean better goods for sale, more destinations to fly to, or other benefits, depending on the citizen!

## STATS

## TALENTS





# CITIZENS OF EARTH



For more information on this  
game please visit

<http://www.atlus.com/citizensofearth/>



# CITIZENS OF EARTH

Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**







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